

Amendments to the Claims

1. (Currently Amended) A method for providing a high fidelity simulation of a client/server system including a server and a plurality of locally attached intelligent client workstations, the method comprising:

simulating at level 2 of a protocol stack by formulating ~~one or more~~ client requests to ~~have~~ having unique client identifiers ~~incorporated at the level 2 of the a protocol stack; and~~
~~before transmitting the said one or more~~ client requests on a communications channel having a routing access to ~~the a~~ server for servicing ~~the said one or more~~ client requests.

2. (Currently Amended) The A-method of claim 1, for providing a high fidelity simulation of remotely attached intelligent workstations, the method further comprising:

simulating at level 3 of the a protocol stack by formulating the one or more client requests with to have unique client identifiers ~~and a network address associated with the unique client identifiers incorporated at the level 3 of the a protocol stack before transmitting the said one or more client requests on a communications channel having a routing access to a server for servicing said one or more client requests.~~

3. (Currently Amended) The method of as claimed in claim 1, wherein the step of ~~simulating at level 2 of the protocol stack includes:~~

~~formulating data to emulate the a client requests request to submit to the server;~~
~~padding the formulated data with header data that conforms to a communications protocol used by the server in receiving the client requests request; and~~
~~for each respective client request, producing at least one or more level 2 data frame frames from the padded data by inserting a unique client address into the padded data, the unique client address representing a respective one of the unique client workstation-workstations that submitted the respective client request.~~

4. (Cancelled)

5. (Currently Amended) The method ~~of as claimed in claim 3~~, wherein the method further comprising includes:

maintaining independent client states for each client request submitted by the respective said unique client workstations workstation.

6. (Currently Amended) The method ~~of as claimed in claim 3~~, wherein the step of maintaining independent client states further includes:

emulating a client in an idle state to trigger a timeout event.

7. (Currently Amended) The method ~~as claimed in of claim 3~~, wherein the method further comprising includes:

maintaining independent client states for each client request submitted by a plurality of said unique the client workstations workstation.

8. (Currently Amended) The method ~~as claimed in of claim 3~~, the method further comprising including:

incorporating static instructions that emulate user actions; and
formulating data to emulate the a-client requests request to submit to the a server in response to the incorporated static instructions.

9. (Currently Amended) The method ~~as claimed in of claim 3~~, the method further comprising including:

dynamically loading instructions that emulate user actions; and
formulating data to emulate the a-client request requests to submit to the a server in response to the dynamically loaded instructions.

10. (Currently Amended) The method ~~of as claimed in claim 3~~, the method further

comprising including:

receiving operator inputs at ~~the a workstations workstation~~; and

formulating data to emulate ~~the a client requests request~~ to submit to ~~the a server~~ in response to the received operator inputs.

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11. (Currently Amended) The method as claimed in claim 1, wherein:
the communications channel comprises at least one of ~~includes~~ a local area network (LAN), physical communications device, and input/output buffer internal to the server.

Claims 12 and 13. (Cancelled)

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14. (Currently Amended) The method as claimed in claim 2, wherein the step of simulating at level 3 of the protocol stack includes:
formulating data to emulate ~~the a client requests request~~ to submit to the server;
padding the formulated data with header data that conforms to communications protocol used by the server in receiving the client requests request; and
for each respective client request, producing at least one or more level 3 data frame
~~frames~~ from the padded data by inserting a unique client address and a network address associated with the unique client address into the padded data, the unique client address representing a respective one of the unique-client workstations workstation that submitted the respective client request.

15. (Currently Amended) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform the method steps of providing a high fidelity simulation of ~~locally attached~~ intelligent workstations, the method steps comprising:

simulating at level 2 of a protocol stack by formulating ~~one or more~~ client requests to ~~have~~ having unique client identifiers ~~incorporated~~ at the level 2 of ~~the a~~ protocol stack; and
~~before transmitting the said one or more~~ client requests on a communications channel

~~having a routing access to the a server for servicing the said one or more client requests.~~

11 16. (Currently Amended) ¹⁰ ~~The A-program storage device of claim 15, wherein~~
~~readable by machine, tangibly embodying a program of instructions executable by the machine to~~
~~perform the method steps of providing a high fidelity simulation of remotely attached intelligent~~
~~workstations, the method steps further comprise comprising:~~

simulating at level 3 of the a protocol stack by formulating the one or more client requests
to have unique client identifiers ~~and a network address associated with the unique client~~
~~identifiers incorporated at the level 3 of the a protocol stack before transmitting the said one or~~
~~more client requests on a communications channel having a routing access to a server for~~
~~servicing said one or more client requests.~~

17. (Cancelled)

12 18. (New) The method of claim 1, wherein:

the unique client identifiers at the level 2 of the protocol stack comprises media access
control (MAC) identifiers.

13 19. (New) The method of claim 1, wherein:

the level 2 comprises a data link layer of the protocol stack.

14 20. (New) The method of claim 2, wherein:

the unique client identifier at the level 3 of the protocol stack comprises an Internet
Protocol (IP) address.

15 21. (New) The method of claim 2, wherein:

the level 3 comprises a network layer of the protocol stack.

22. (New) ~~An apparatus for providing a high fidelity simulation of a client/server~~

system including a server and intelligent client workstations, the apparatus comprising:

means for simulating at level 2 of a protocol stack by formulating client requests having unique client identifiers at the level 2 of the protocol stack; and

means for transmitting the client requests on a communications channel having a routing access to the server for servicing the client requests.

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